CLAIMS

1.   An electronic gaming system for enabling one or more player terminals, disposed at locations remote from a host server, to communicate with the host server in a secured transactional mode wherein the host server is informed as to the location of the player terminals so that it can permit or deny game play based in part on geopolitical or geographical restrictions,

5   comprising:

a communications medium;

at least one player terminal apparatus disposed at a first location and including

electronic game playing means for enabling a player to enter player identification data, to make a wager by inputting wager data, to commence game play by causing a

10   start play signal to be generated, and to receive an indication of the game play results in the form of a response signal,

electronic locating means for generating location data indicating the present location of said player terminal apparatus and for generating time data evidencing universal time,

15   first encryption means for encoding said player identification data, said wager data, said location data and said time data, and for decoding said response signal, and

first communication means responsive to said start play signal and operative to transmit the encoded data to said communications medium; and

host server means disposed at a second location remote from said first location and including

20   second communication means for receiving the encoded data transmitted through said communication medium;

second encryption means for decoding the transmitted encoded data and for encoding a response signal, and

means for using the decoded identification data, wager data, location data and

25   time data to determine the eligibility of the player, and if the player is qualified, to generate a response signal to be encoded and returned to said player terminal apparatus through said communications medium.

2.   An electronic gaming system as recited in claim 1 wherein said game playing means includes a microprocessor, operating system software, and game software which, when

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processed by said microprocessor, develops electronic data for driving a display means that generates graphical images depicting game play.

3.   An electronic gaming system as recited in claim 2 and further comprising read only memory (ROM) means for storing said operating system software and encryption software for execution by said microprocessor to implement said first encryption means.

4.   An electronic gaming system as recited in claim 3 wherein said terminal apparatus further includes authentication means for authenticating software to be executed by said microprocessor.

5.   An electronic gaming system as recited in claim 1 wherein said player identifier data corresponds to a unique personal identification number (PIN) assigned to a particular player.

6.   An electronic gaming system as recited in claim 1 wherein said electronic locating means includes a radio navigation means responsive to input signals broadcast from multiple geostationary transmitting sources and operative to calculate position coordinates constituting said location data.

7.   An electronic gaming system as recited in claim 6 wherein said game playing means includes a microprocessor, operating system software, and game software which, when processed by said microprocessor, develops electronic data for driving a display means that generates graphical images depicting game play.

8.   An electronic gaming system as recited in claim 7 and further comprising read only memory (ROM) means for storing said operating system software and encryption software for execution by said microprocessor to implement said first encryption means.

9.   An electronic gaming system as recited in claim 8 wherein said terminal apparatus further includes authentication means for authenticating all software executed by said microprocessor.

10.   An electronic gaming system as recited in claim 6 wherein said radio navigation means is a global positioning satellite (GPS) locating system.

11.   An electronic gaming system as recited in claim 1 wherein said first encryption means and said second encryption means are remotely disposed components, implementing a public-key/private-key crypto system.

12.   An electronic gaming system as recited in claim 11 wherein said first and second communication means include modems for transmitting and receiving said encoded data to and from said communications medium via telephone lines.

13.   An electronic gaming system as recited in claim 12 wherein said communications medium includes the Internet.

14.   An electronic gaming system as recited in claim 4 wherein said first encryption means and said second encryption means implement a public-key/private-key crypto system to encode and decode data communicated between said player terminal apparatus and said host server means.

15.   An electronic gaming system as recited in claim 14 wherein said electronic locating means includes a radio navigation means responsive to input signals broadcast by multiple geostationary transmitting sources and operation to calculate position coordinates constituting said location data.

16.   An electronic gaming system as recited in claim 15 wherein said host server means further includes an electronic locating means for generating location data indicating the location of said host server means and for generating time data evidencing universal time for synchronizing with said player terminal apparatus, and wherein the location data is communicated to said player terminal apparatus to confirm receipt of wager data.

17.   An electronic gaming system as recited in claim 1 wherein said host server means further includes a remote user public-key library containing public-key of authorized players for use in

encoding and decoding data communicated between said player terminal apparatus and said host server means.

18.   An electronic gaming system as recited in claim 17 wherein said player terminal apparatus further includes CD ROM means for containing gaming software to be executed by said microprocessor means to develop gaming signals for driving said display screen to present a graphical description of the game to a player.

19.   An electronic gaming system as recited in claim 18 wherein said terminal apparatus further includes authentication means for authenticating software to be executed by said microprocessor.

20.   An electronic gaming system as recited in claim 13 wherein said electronic locating means includes a radio navigation means responsive to input signals broadcast from multiple geostationary transmitting sources and operative to calculate position coordinates constituting said location data.

21.   An electronic gaming terminal for disposition at a location remote from a host server and for communicating with the host server in a secured transactional mode, over an unsecured communications medium, informing the host server as to the location of the gaming terminal so that the host server can permit or deny game play by the player based in part on predetermined geopolitical or geographical restrictions, comprising:

        electronic game playing means for enabling a player to enter player identification data, to make a wager by inputting wager data, to commence game play by causing a start play signal to be generated, and for receiving an indication of game play results in the form of a response signal;

        electronic locating means for generating location data indicating the present location of said gaming terminal and for generating time data evidencing universal time;

        encryption means for encoding said player identification data, said wager data, said location data and said time data, and for decoding a response signal; and

        communication means responsive to said start play signal and operative to transmit the encoded data to a host server via a communications medium.

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22.   An electronic gaming terminal as recited in claim 21 wherein said game playing means includes a microprocessor, operating software, and game software which, when processed by said microprocessor, develops electronic data for driving a display means that generates graphical images depicting game play.

23.   An electronic gaming terminal as recited in claim 22 and further comprising read only memory (ROM) means for storing said operating system software, and encryption software for execution by said microprocessor to implement said first encryption means.

24.   An electronic gaming terminal as recited in claim 23 and further comprising authentication means for authenticating all software executed by said microprocessor.

25.   An electronic gaming terminal as recited in claim 24 wherein said player identification data corresponds to a unique personal identification number (PIN) assigned to a particular player.

26.   An electronic gaming terminal as recited in claim 24 wherein said electronic locating means includes a radio navigation means responsive to input signals broadcast from multiple geostationary transmitting sources and operative to calculate position coordinates constituting said location data.

27.   An electronic gaming terminal system as recited in claim 21 wherein said game playing means includes a microprocessor, operating software, and game software which, when processed by said microprocessor, develops electronic data for driving a display means that generates graphical images depicting game play.

28.   An electronic gaming system as recited in claim 27 and further comprising read only (ROM) means for storing said operating system software and encryption software for execution by said microprocessor to implement said first encryption means.

29.   An electronic gaming terminal as recited in claim 26 wherein said radio navigation means is a global positioning satellite (GPS) locating system.

30.   An electronic gaming terminal as recited in claim 28 wherein said encryption means is a public-key/private-key crypto system.

31.   An electronic gaming terminal as recited in claim 21 wherein said communication means includes a modem for transmitting and receiving said encoded data to and from said communications medium via a telephone line.

32.   An electronic gaming apparatus as recited in claim 31 wherein said communications medium includes the Internet.

33.   An electronic gaming terminal as recited in claim 32 wherein said game player means includes microprocessor means, and further comprising CD ROM means for containing gaming software to be executed by said microprocessor means to develop gaming signals for driving a display screen to present a graphical depiction of the game to a player.

34.   An electronic terminal for disposition at a location remote from a host server and for communicating with the host server in a secured transactional mode over an unsecured communications medium informing the host server as to the location of the terminal so that the host server can permit or deny remote user access to the host server via said terminal based at least in part on predetermined geopolitical or geographical restrictions, comprising:

        electronic transaction entry means for enabling a user to enter user identification data, to enter transactional data, to commence transactional communication by causing a start signal to be generated, and for receiving an indication of completion of the transaction in the form of a response signal;

        electronic locating means for generating location data indicating the present location of said terminal and for generating time data evidencing universal time;

        encryption means for encoding said user identification data, said transactional data, said location data and said time data; and

        communication means responsive to said start signal and operative to transmit the encoded data to a communications medium for communication to a host server.

35.   A gaming method for enabling one or more players, disposed at locations remote from a gambling casino, to communicate over on unsecured communications medium with the casino in a secured transactional mode wherein the casino is informed as to the location of the player terminals so that it can permit or deny game play based in part on geopolitical or geographical

5   restrictions, comprising the steps:

generating player identification data;

generating wager data;

generating location data indicating the present location of said player;

generating universal time data;

10   encoding said player identification data, said wager data, said location data and said time data;

transmitting the encoded data to the casino through a communications medium; and

receiving the encoded data at said casino;

decoding the transmitted encoded data and

15   using the decoded identification data, wager data, location data and time data to determine the eligibility of the player, and if the player is qualified, generating a response notifying the player that he may commence game play.

36.   A gaming method as recited in claim 35 and further comprising the steps of:

commencing game play by extracting graphics data from a storage medium and sending a notice of play commencement to the casino;

using the extracted graphics data to generate graphical images of the game play for

5   display to the player;

using random number generating means at the casino to generate a game result and forwarding the said game result to the player; and

using the forwarded result to indicate to the player the result of his wager.

37.   A gaming method as recited in claim 36 wherein said location data is obtained by accessing   radio signals transmitted by geostationary navigational transmitters, and by using the radio signals to compute player position coordinate information corresponding to said location data.

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38.   A gaming method as recited in claim 37 wherein said time data is also obtained by accessing said geostationary transmitters.

39.   A gaming method as recited in claim 38 wherein said identification data, said wager data, said location data and said time data are encoded using a public-key/private-key crypto system.

40.   A gaming method as recited in claim 36 and further comprising the steps of:
opening a player account with the casino prior to commencing game play; and
following each generation of a game result, crediting the player account in the event of a positive result, and debiting the player account in the event of a negative result.